RUDE AWAKENING: PART 2

With a trillion dollar bounty on his head, everyone wants Buck Rogers! You would think he'd be safe on a place called the Pleasure Planetoid but then you've obviously never met Princess Ardala.

ALSO IN THIS ISSUE:

Black Barney in a wild outerspace prison break like you've never seen before! But will their first mission be the last?

And: The "BATTLE FOR THE SPRAWLS" board game. Relive the Martian Wars trilogy in this for two players.

TSR, Inc.
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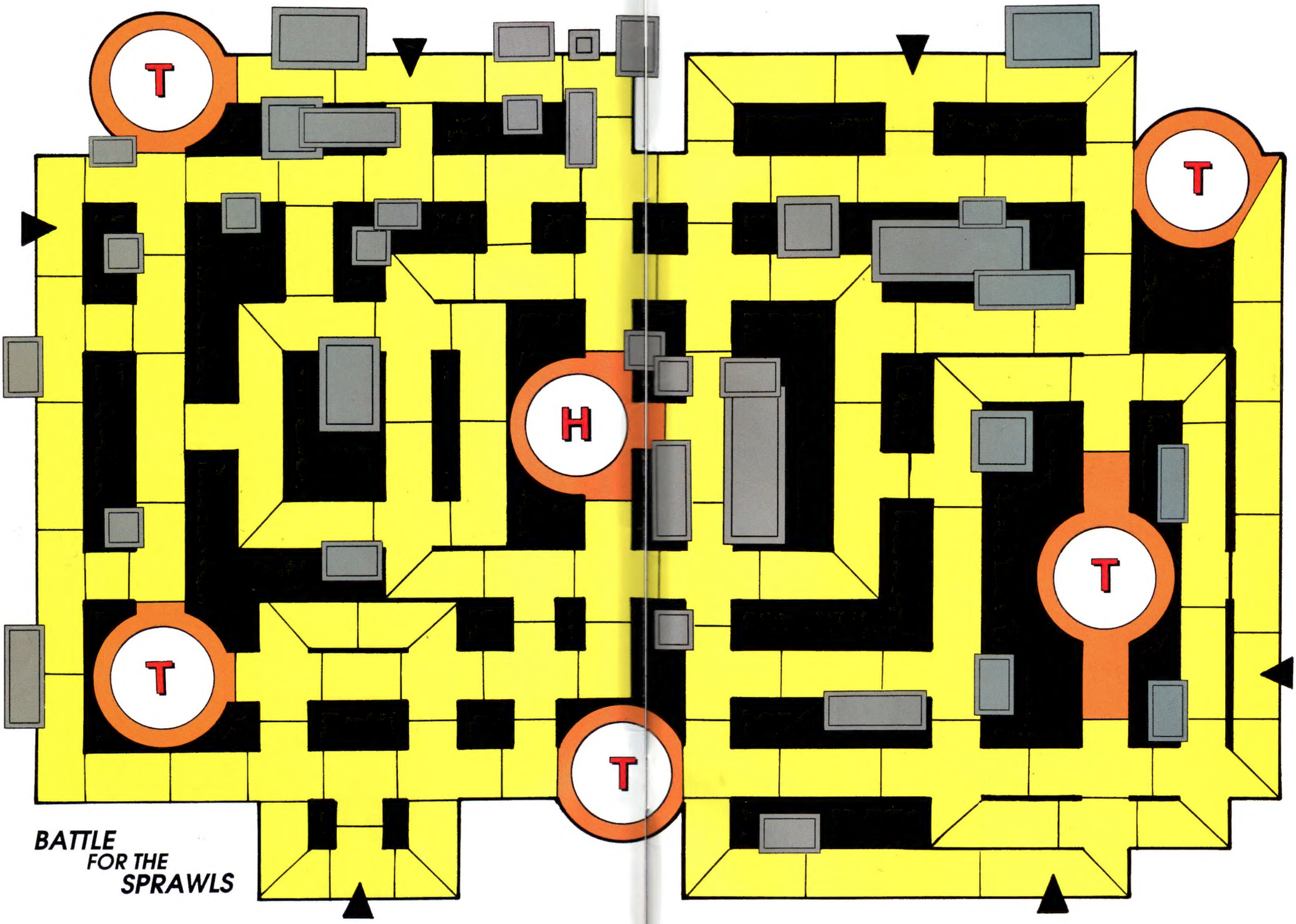
2 of 3

THE ORIGINAL SPACE HERO

BUCK ROGERS® XXVC
THE 25TH CENTURY

FLINT DILLE, BUZZ DIXON, & FRANK CIROCCO



BATTLE FOR THE SPRAWLS

To save Earth from destruction at the hands of renegade meglomaniac, Fighter jock, Buck Rogers, rocketed into certain death.

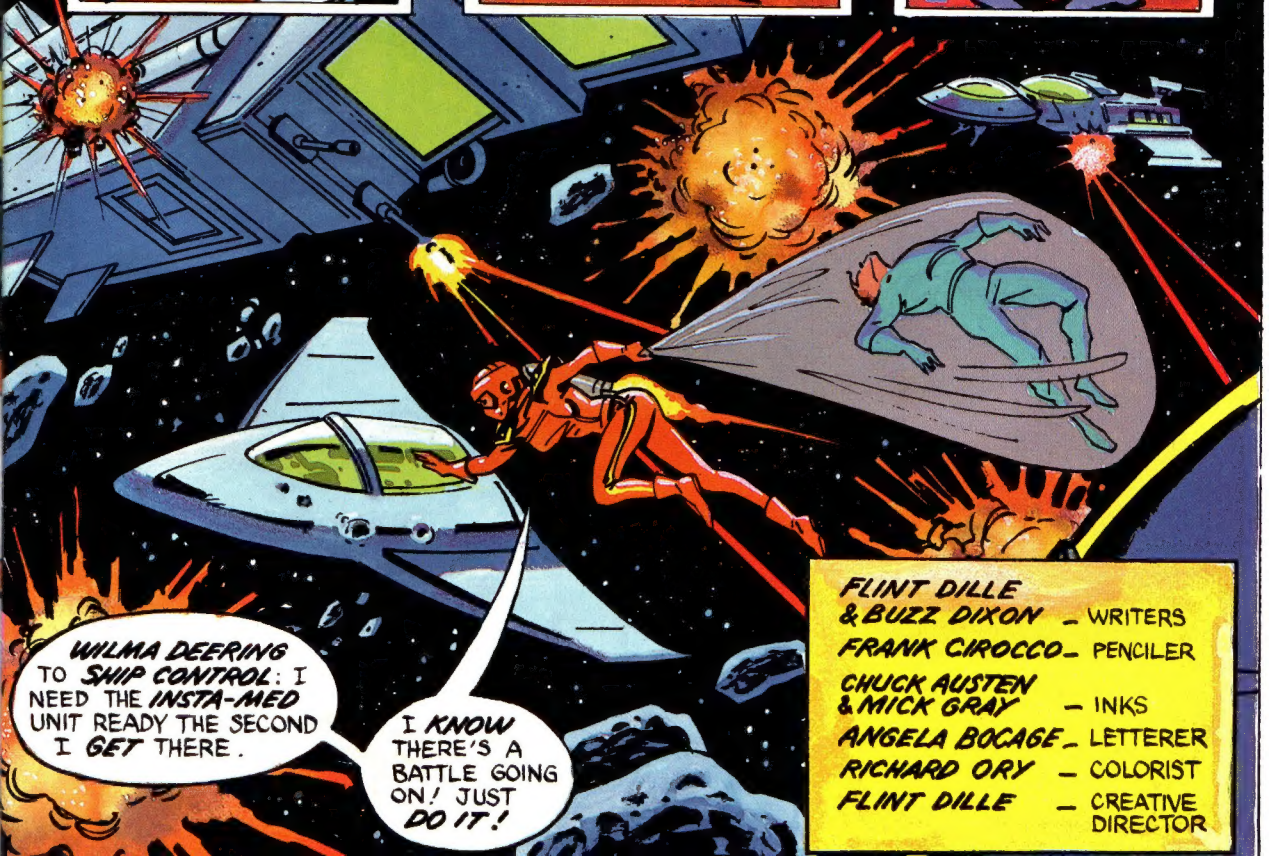
Five Centuries later, Professor Merrill Andresen discovered his body deep in the asteroid belt. Much to his surprise, Buck was not dead, but in suspended animation.

Word got out, and now, everybody wants the ancient astronaut for their own purposes.

WILMA DEERING, FREEDOM FIGHTER FOR THE NEW EARTH ORGANI-ZATION WANTS THE ANCIENT PILOT FOR *POLITICAL REASONS*...

... PRECISELY THE POLITICAL REASONS WHY KILLER KANE AND RAM WANT HIM IN *THEIR* CLUTCHES.

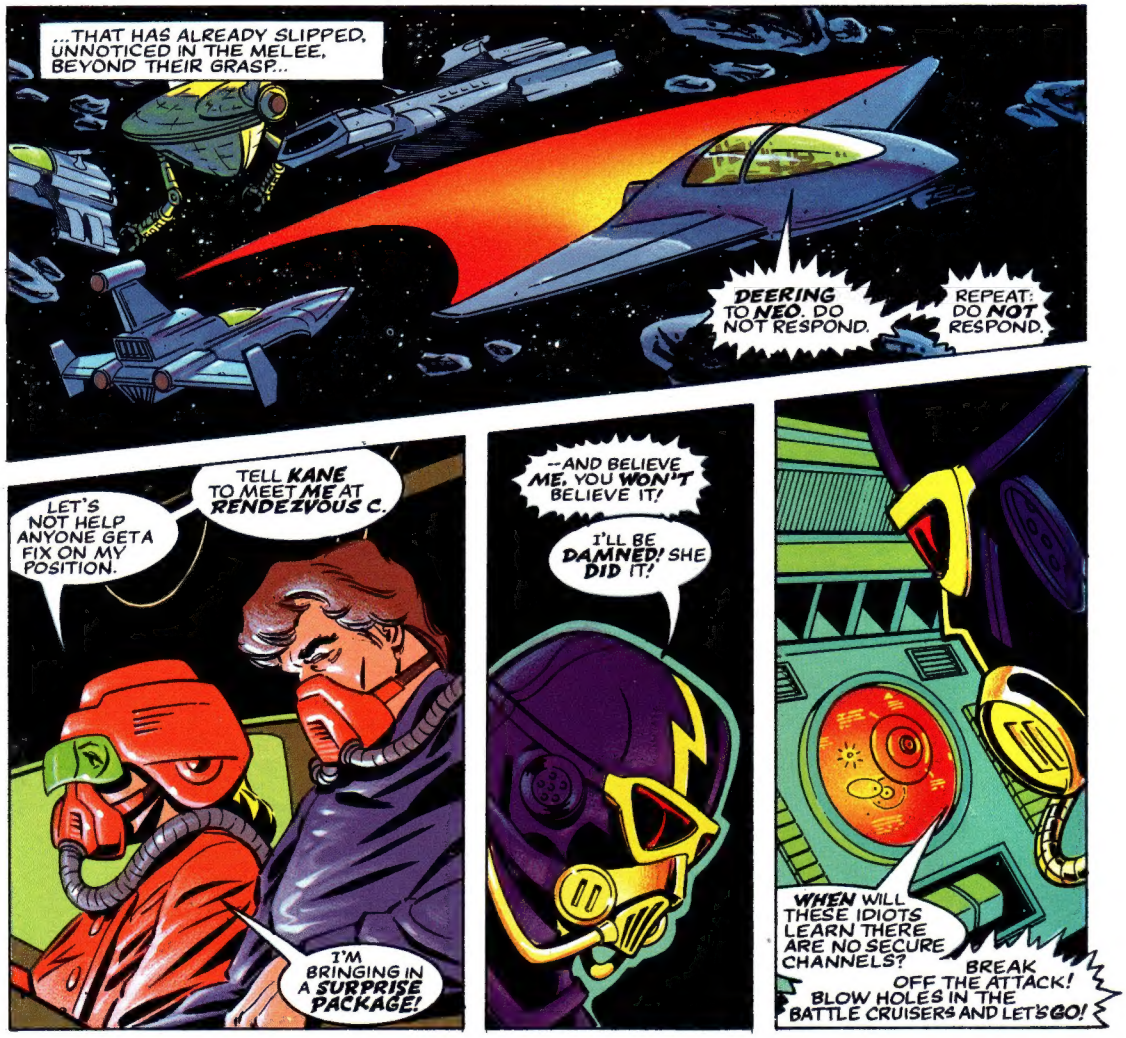
THEN, THERE IS BLACK BARNEY, SPACE PIRATE EXTRAORDINAIRE WHO KNOWS A HOT PROPERTY WHEN HE SEES ONE AND WANTS TO AUCTION HIM OFF TO THE HIGHEST BIDDER... BUT NOBODY HAD COUNTED ON ONE THING...


WILMA DEERING TO *SHIP CONTROL*: I NEED THE *INSTA-MED* UNIT READY THE SECOND I *GET* THERE.
I *KNOW* THERE'S A BATTLE GOING ON! JUST *DO IT!*

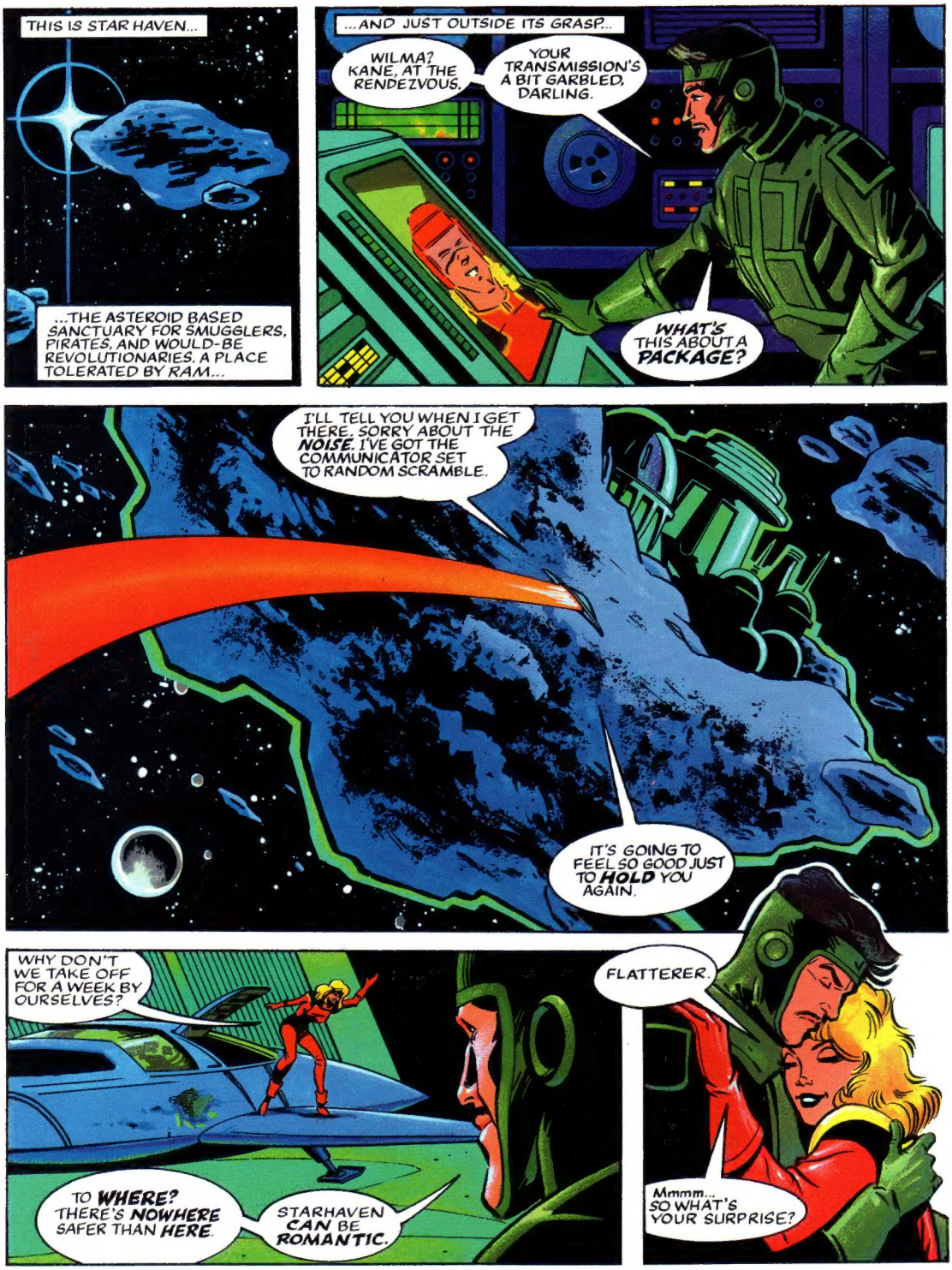
FLINT DILLE & BUZZ DIXON – WRITERS
FRANK CIROCCO – PENCILER
CHUCK AUSTEN & MICK GRAY – INKS
ANGELA BOCAGE – LETTERER
RICHARD ORY – COLORIST
FLINT DILLE – CREATIVE DIRECTOR

IN THE SPACE AROUND ANDRESON'S SHIP, THERE IS HELL.
LASERS SWEEP THE HEAVENS, BRILLIANT PINPOINTS OF LIGHT AND DEATH HOTTER THAN THE SUN.
ON ONE SIDE, MERCENARIES IN THE SERVICE OF THE RUSSO-AMERICAN MERCANTILE CORPORATION.
ON THE OTHER, PLANETLESS FREEBOOTERS SIGNED ON WITH BLACK BARNEY ON HIS SHIP, THE FREE ENTERPRISE.

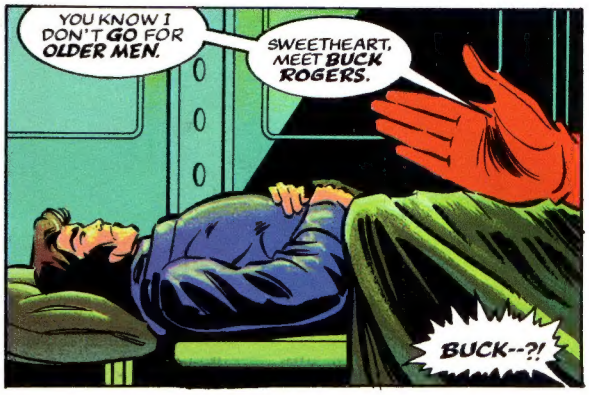
CHARGED PARTICLE BEAMS SMASH THROUGH FORCE SHIELDS, VAPORIZING METAL AND PLASTIC AND BONE.
TERRINES AND SPACE PIRATES FALL BY THE SCORE TO THE INCANDESCENT FURY OF RADIATION, TO THE HORROR OF EXPLOSIVE DECOMPRESSION...
...DYING, WITHOUT KNOWING WHY, FOR A DREAM, A PRIZE...

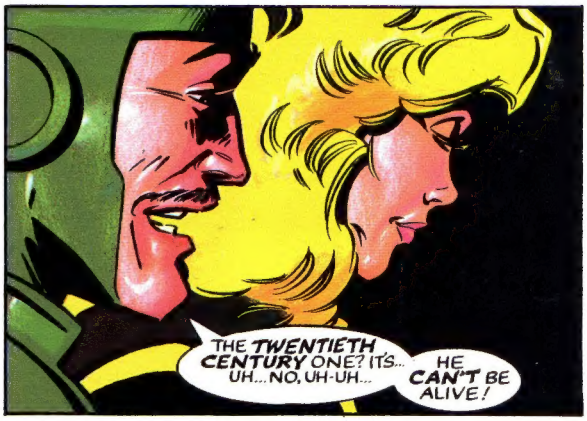

...THAT HAS ALREADY SLIPPED, UNNOTICED IN THE MELEE, BEYOND THEIR GRASP...
DEERING TO NEO. DO NOT RESPOND.
REPEAT: DO NOT RESPOND.
LET'S NOT HELP ANYONE GET A FIX ON MY POSITION.
TELL KANE TO MEET ME AT RENDEZVOUS C.
I'M BRINGING IN A SURPRISE PACKAGE!
--AND BELIEVE ME, YOU WON'T BELIEVE IT!
I'LL BE DAMNED! SHE DID IT!
WHEN WILL THESE IDIOTS LEARN THERE ARE NO SECURE CHANNELS?
BREAK OFF THE ATTACK! BLOW HOLES IN THE BATTLE CRUISERS AND LET'S GO!
BUT WE'RE WINNING!
WE CAN RIP OPEN RAM TERRINES ANY DAY!
LOSE SIGHT OF THAT SHIP AND WE'VE LOST!

HOW'RE YOU FEELING?
THAT BETTER?
IT ALMOST LOOKED LIKE YOU WEREN'T GOING TO MAKE IT.
YOUR SKIN WAS BRITTLE FROM THE LONG HAUL IN SUSPENDED ANIMATION.
SUSP...?
DON'T WORRY. THE INSTA-MED TOOK CARE OF THAT.
ACCORDING TO COMPUTER, YOUR PLANE HAD AN AUTOMATIC CRYOGENIC FUNCTION BUILT IN.
HUER DIDN'T...TELL ME...
WELL, YOU'RE LUCKY. NOT MANY PEOPLE EVER SURVIVED THOSE.
YOUR ACCENT--? AND... YOU'RE FLYING? HOW--?
MY NAME'S WILMA DEERING, BY THE WAY.
NEW CHICAGO, EARTH. ZERO GRAV.
YOU KNOW, YOU'RE SOMETHING OF A HERO OF MINE.
YOU'VE BEEN A LEGEND SINCE THEY FOUND YOUR BLACK BOX BACK IN 2083.
I SLEPT FOR A CENTURY?!
GOOD THING YOU'RE LYING DOWN, COLONEL. YOU MAY NEED A REST.
THAT BOX WAS FOUND 400 YEARS AGO...


THIS IS STAR HAVEN...
...THE ASTEROID BASED SANCTUARY FOR SMUGGLERS, PIRATES, AND WOULD-BE REVOLUTIONARIES. A PLACE TOLERATED BY RAM...
...AND JUST OUTSIDE ITS GRASP...
WILMA? KANE, AT THE RENDEZVOUS.
YOUR TRANSMISSION'S A BIT GARBLED, DARLING.
WHAT'S THIS ABOUT A PACKAGE?
I'LL TELL YOU WHEN I GET THERE. SORRY ABOUT THE NOISE. I'VE GOT THE COMMUNICATOR SET TO RANDOM SCRAMBLE.
IT'S GOING TO FEEL SO GOOD JUST TO HOLD YOU AGAIN.
WHY DON'T WE TAKE OFF FOR A WEEK BY OURSELVES?
TO WHERE? THERE'S NOWHERE SAFER THAN HERE.
STARHAVEN CAN BE ROMANTIC.
FLATTERER.
Mmmm... SO WHAT'S YOUR SURPRISE?

HE'LL KEEP. I HAD TO SEDATE HIM.
HE GOT A BIT HYSTERICAL THERE.
HE?
SHOULD I BE JEALOUS?
NOT A CHANCE. DOWN, BOY.

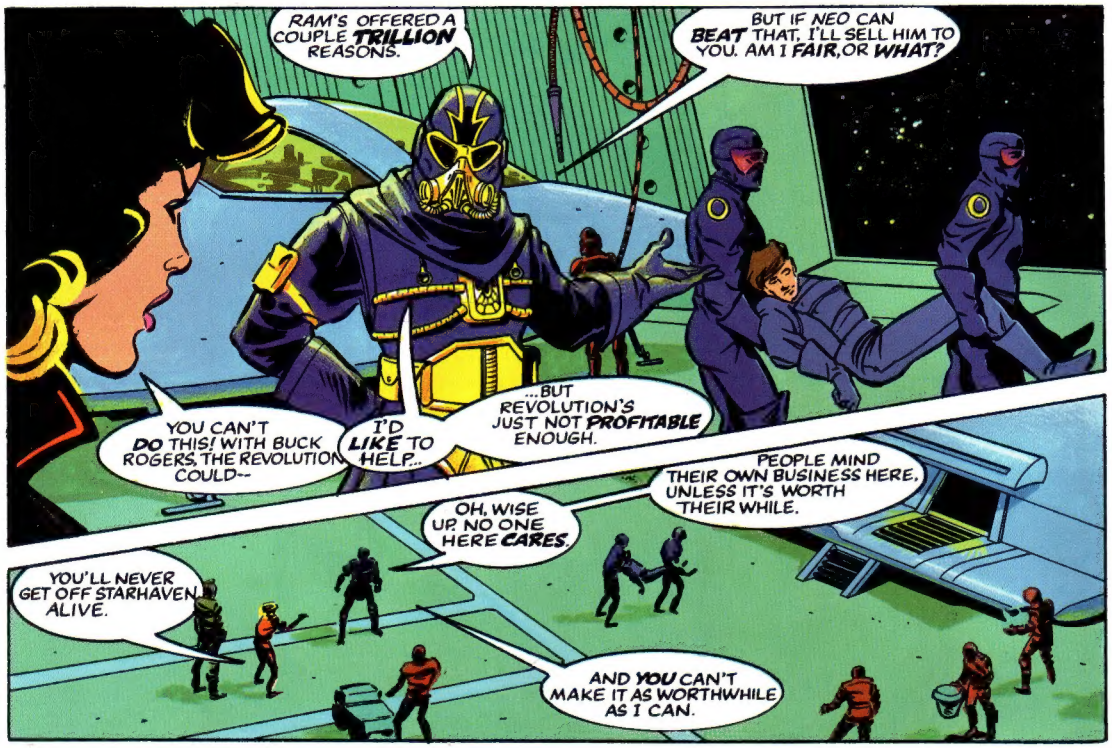

YOU KNOW I DON'T GO FOR OLDER MEN.
SWEETHEART, MEET BUCK ROGERS.
BUCK--?!


THE TWENTIETH CENTURY ONE? IT'S... UH... NO, UH-UH...
HE CAN'T BE ALIVE!

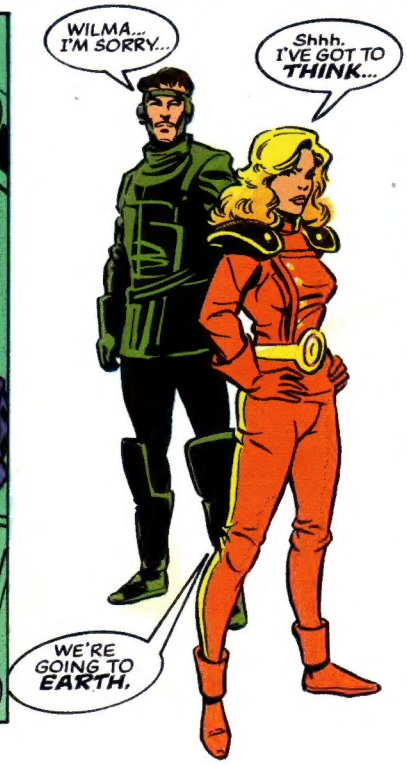
DEAD OR ALIVE, HE'S WORTH HIS WEIGHT TO ME.
COME ON. GIVE ME TROUBLE.

THE BOYS'D LOVE IT.
GOOD MOVE, COMING TO STARHAVEN. LIKE HOME SWEET HOME TO ME.

THEN, NEO NEVER WAS LONG ON BRAINS.
YOU--!
WILMA! HE'LL SEE REASON--


RAM'S OFFERED A COUPLE TRILLION REASONS.
BUT IF NEO CAN BEAT THAT, I'LL SELL HIM TO YOU. AM I FAIR, OR WHAT?
YOU CAN'T DO THIS! WITH BUCK ROGERS, THE REVOLUTION COULD--
I'D LIKE TO HELP...
...BUT REVOLUTION'S JUST NOT PROFITABLE ENOUGH.
PEOPLE MIND THEIR OWN BUSINESS HERE, UNLESS IT'S WORTH THEIR WHILE.
OH, WISE UP. NO ONE HERE CARES.
YOU'LL NEVER GET OFF STARHAVEN ALIVE.
AND YOU CAN'T MAKE IT AS WORTHWHILE AS I CAN.

DON'T TRY TO RESCUE ROGERS. RAM DOESN'T CARE IF THEY GET HIM ALIVE OR DEAD.
WHERE I COME FROM, THE CUSTOMER IS ALWAYS RIGHT.

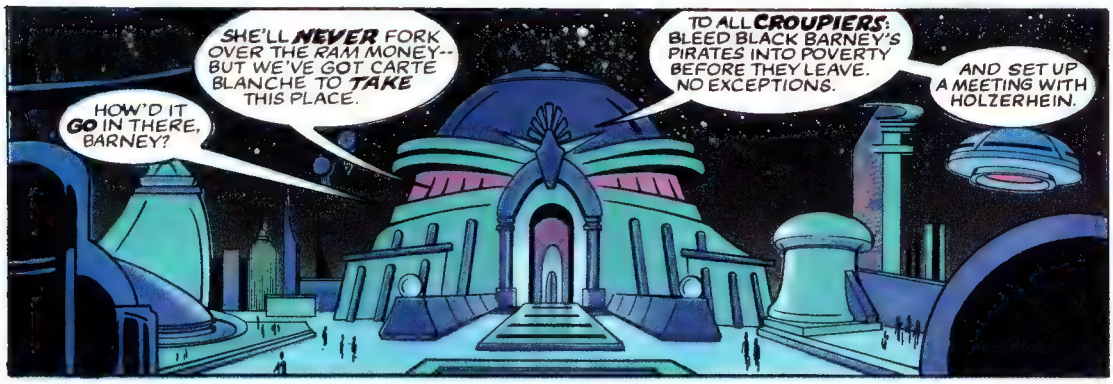

WILMA... I'M SORRY...
Shhh. I'VE GOT TO THINK...
WE'RE GOING TO EARTH.

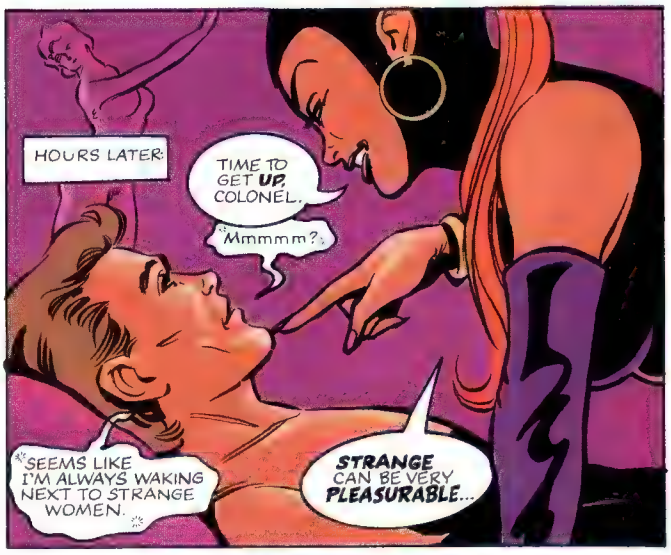
FIRST WE GET SOME NEO REINFORCE-MENTS.
THEN, BLACK BARNEY, I'M COMING AFTER YOU!

BARNEY! THIS ISN'T THE WAY TO MARS!
EVER HEAR OF THE PLEASURE PLANETOID?
BUT YOU TOLD THEM--
THINK I CAN JUST WALTZ INTO RAM H.Q.? I HAVE PRICES ON MY HEAD, MORON. THIS DEAL NEEDS A GO-BETWEEN.
TRUST ME.
"YOU'LL LOVE ARDALA VALMAR'S PLEASURE PLANETOID. THE PLAYGROUND-- THE BEDROOM-- OF THE AGES..."
"CATERING TO EVERY PLEASURE AND FANTASY OF ALL THE RACES FROM ALL THE WORLDS."
"SHE OWNS THE PLANETOID COMPLETELY-- AND THE FILES SHE KEEPS ON HER CUSTOMERS HOLD RAM OFF. AND NEO."
"NO ONE HERE BUT TOURISTS, WAITING FOR THEIR POCKETS TO BE PICKED. HAVE FUN--"

"I'LL SEE YOU BACK AT THE SHIP."
WHAT?!
:KHK-MRRR: A BLACK BARNEY TO :PING: SEE YOU, MISTRESS SSSS
I'VE NO INTENTION OF EVER SEEING THAT LITTLE WORM AGAIN!
SO I :KHK: TOLD HIM.
HI, ARDY.
HAD TO REPROGRAM YOUR TINMAN.
MORE COSTLY REPAIRS...
DON'T I EVEN GET A KISS, ARDY?
AFTER ALL WE MEANT TO EACH OTHER?
STATE YOUR BUSINESS OR I'LL HAVE YOU KILLED.
AND MY NAME IS ARDALA.
I'VE GOT A LITTLE PROPOSITION FOR YOU.
HA! AFTER THE LAST ONE, DO YOU REALLY THINK I'D--
THIS ONE'S DIFFERENT.
HE'S GOT MEAT ON HIS BONES.

OH? IS THIS SOMEONE ...DELICIOUS?
DEPENDS ON YOUR TASTES. EVER HEAR OF BUCK ROGERS?
VAGUELY. SOME SORT OF EARTH LEGEND?
NOT ANYMORE. HE'S AS ALIVE AS YOU OR ME, FROZEN FOR FIVE CENTURIES. RAM WANTS HIM, I'VE GOT HIM.
HE HASN'T HAD A WO— HE'S BEEN ALONE FOR--?!!
500 YEARS. THOUGHT YOU MIGHT FIND THAT... STIMULATING...
YOU UNDERSTAND I CAN'T TAKE YOUR WORD FOR THIS.
WHEN MY LAB VERIFIES THIS "BUCK ROGERS," I'LL REFUEL AND RESUPPLY YOUR SHIP. PLUS TWO DAYS SHORE LEAVE FOR YOUR CREW.
PLUS 20% OF WHATEVER I GET FROM RAM
DEAL.
Mmm. YOU KNOW THE WAY OUT.


SHE'LL NEVER FORK OVER THE RAM MONEY-- BUT WE'VE GOT CARTE BLANCHE TO TAKE THIS PLACE.
TO ALL CROUPIERS: BLEED BLACK BARNEY'S PIRATES INTO POVERTY BEFORE THEY LEAVE. NO EXCEPTIONS.
AND SET UP A MEETING WITH HOLZERHEIN.
HOW'D IT GO IN THERE, BARNEY?

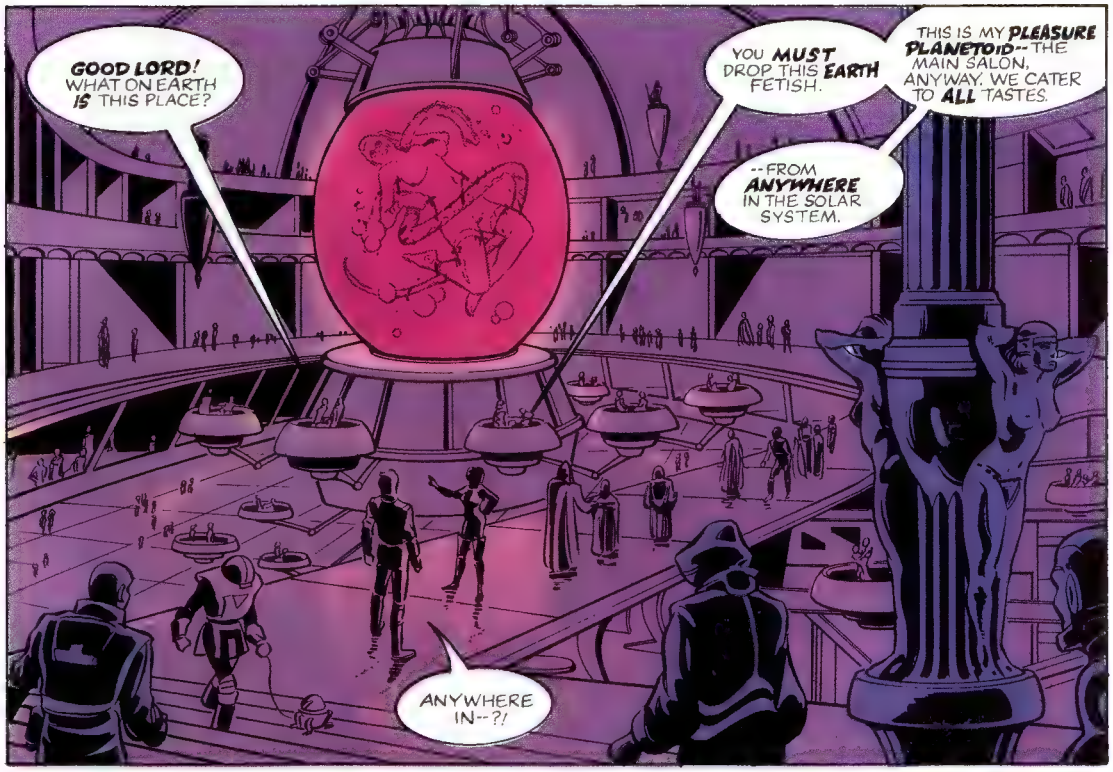

HOURS LATER:
TIME TO GET UP, COLONEL.
Mmmmm?
SEEMS LIKE I'M ALWAYS WAKING NEXT TO STRANGE WOMEN.
STRANGE CAN BE VERY PLEASURABLE...

BUT YOU'VE BEEN UNDERGOING TREATMENTS. I HAVEN'T TOUCHED YOU.
YET.
GET DRESSED. VERY IMPORTANT PEOPLE AWAIT YOU.

IF YOU NEED ANYTHING..
I'D BETTER SPEAK WITH SOMEONE AT IRON MOUNTAIN.
COLORADO. YOU KNOW.
IRON MOUNTAIN? WHERE'S THAT?

NORTH AMERICA?
OH, EARTH, OF COURSE.
WHAT IS GOING ON HERE?

I WISH SOMEONE WOULD GIVE ME A STRAIGHT ANSWER.
YOU'VE BEEN GONE A LONG TIME. THINGS CHANGE.
WHY NOT LET US ACCLIMATE YOU GRADUALLY?


GOOD LORD! WHAT ON EARTH IS THIS PLACE?
YOU MUST DROP THIS EARTH FETISH.
THIS IS MY PLEASURE PLANETOID-- THE MAIN SALON, ANYWAY. WE CATER TO ALL TASTES.
--FROM ANYWHERE IN THE SOLAR SYSTEM.
ANYWHERE IN--?!

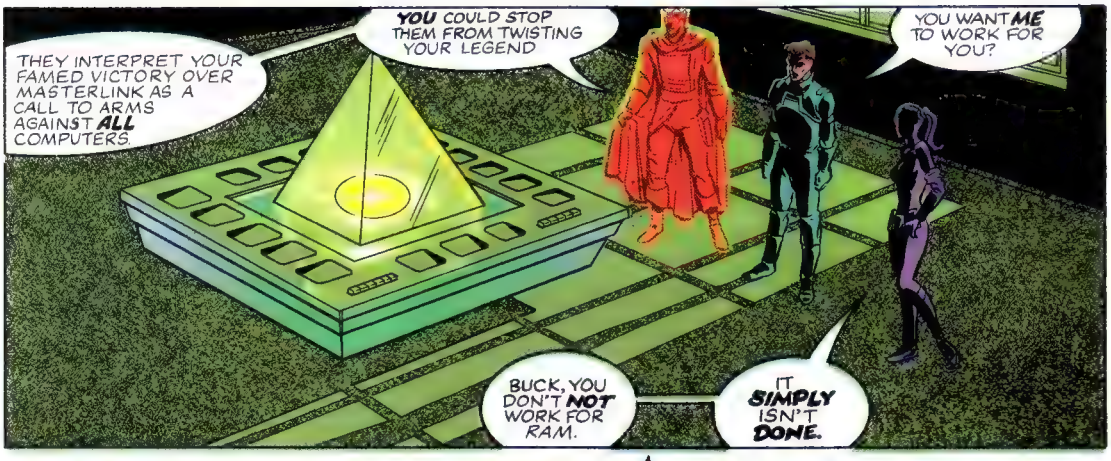
SO THERE WAS LIFE ON OTHER PLANETS?
NO. THEY'RE AS HUMAN AS WE ARE.

IT'S BEEN COMMON PRACTICE FOR CENTURIES TO GENETICALLY ENGINEER PEOPLE TO FIT THEIR PLANETS.
DON'T WORRY. YOU'LL LEARN.

AND, FORTUNATELY, SOME THINGS NEVER CHANGE.

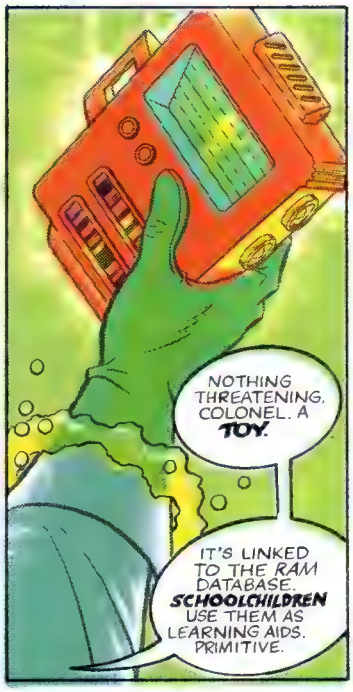
I WISH I COULD HELP YOU GET BACK IN PRACTICE--
BUT I DID PROMISE HOLZERHEIN...
...AND A WELL-REWARDED PROMISE IS A PROMISE...
BUCK ROGERS, WELCOME TO MARS!
THIS IS MARS?
A FEW HUNDRED MILES ABOVE IT.
NOW WE TAKE THE ELEVATOR.
HO-LEEEE--!
DON'T BE EMBARRASSED.
A FIRST RIDE ON THE DEIMOS-PAVONIS SPACE ELEVATOR IS ALWAYS UNNERVING.
THIS ISN'T MARS. MARS IS RED.
THOSE PLANETS THAT COULD BE TERRAFORMED WERE.
WELCOME TO THE FUTURE.

THIS ISN'T THE FUTURE I'D HAVE EXPECTED.
AND I'M TIRED OF BEING TREATED LIKE A CHILD. HOW ABOUT SOME HISTORICAL BACKGROUND, SO I CAN GET MY BEARINGS?
EXACTLY WHAT I HAD IN MIND.
THIS IS THE REPOSITORY OF ALL MANKIND'S KNOWLEDGE.
COLONEL ROGERS, LET ME INTRODUCE SIGMUND HOLZERHEIN.DOS-- THE RANKING PERSONALITY OF THE RAM CORPORATION.
COLONEL.
I TRUST YOUR TIME IN ARDALA'S HANDS WAS MOST FULFILLING.
IT WAS... INTERESTING
IS THIS LITTLE LIGHT SHOW SUPPOSED TO IMPRESS ME?
I AM A COMPUTER VISUALIZED PERSONALITY.
A HOLOGRAM.
IF YOU CHOOSE TO BE VULGAR, YES.
I'M HOPING WE CAN BE OF SERVICE TO EACH OTHER, COLONEL.
RAM HAS SPENT CENTURIES BRINGING UNPARALLED PEACE AND PROSPERITY TO THE SOLAR SYSTEM.
NOW, A BAND OF TERRORISTS IS ATTEMPTING TO UNDERMINE EVERYTHING WE'VE BUILT.
YOU, COLONEL ROGERS, ARE THEIR SYMBOL!


THEY INTERPRET YOUR FAMED VICTORY OVER MASTERLINK AS A CALL TO ARMS AGAINST ALL COMPUTERS.
YOU COULD STOP THEM FROM TWISTING YOUR LEGEND
YOU WANT ME TO WORK FOR YOU?
BUCK, YOU DON'T NOT WORK FOR RAM.
IT SIMPLY ISN'T DONE.

EXCEPT FOR YOU, OF COURSE, MY DEAR.
OUR GUEST NEEDS TIME TO THINK. I UNDERSTAND.

WHAT-?
THIS MAY HELP HIM.


NOTHING THREATENING, COLONEL. A TOY.
IT'S LINKED TO THE RAM DATABASE. SCHOOLCHILDREN USE THEM AS LEARNING AIDS. PRIMITIVE.

EVEN A TWENTIETH-CENTURY HERO SHOULD BE ABLE TO MASTER ONE.
THANKS..
..A LOT

FEEL HONORED. HOLZERHEIN DOESN'T MEET WITH JUST ANYONE.
THIS WILL BE YOUR HOME FOR THE TIME BEING.
WILL YOU BE A GOOD BOY UNTIL I GET BACK?
I'LL JUST PLAY WITH MY TOYS..."MOM."

HONORED... RIGHT.. I'LL SHOW HIM PRIMITIVE
BLEEP

FOR PERSONALIZED MASCOT, PRESS 8D.
TWEEP
WHERE...?
RIGHT.

HELLO, BUCK.
HUER.DOC
DOC HUER?!!

IT'S VITAL WE KEEP ROGERS' EXISTENCE A SECRET. DOES ANYONE ELSE KNOW?
DEERING?
BLACK BARNEY. WILMA DEERING. NO ONE IMPORTANT.

FORGET HER.
I CAN CONTROL OUR BARBARIAN.
I HAVE THIS FANTASY ABOUT BARBARIANS.

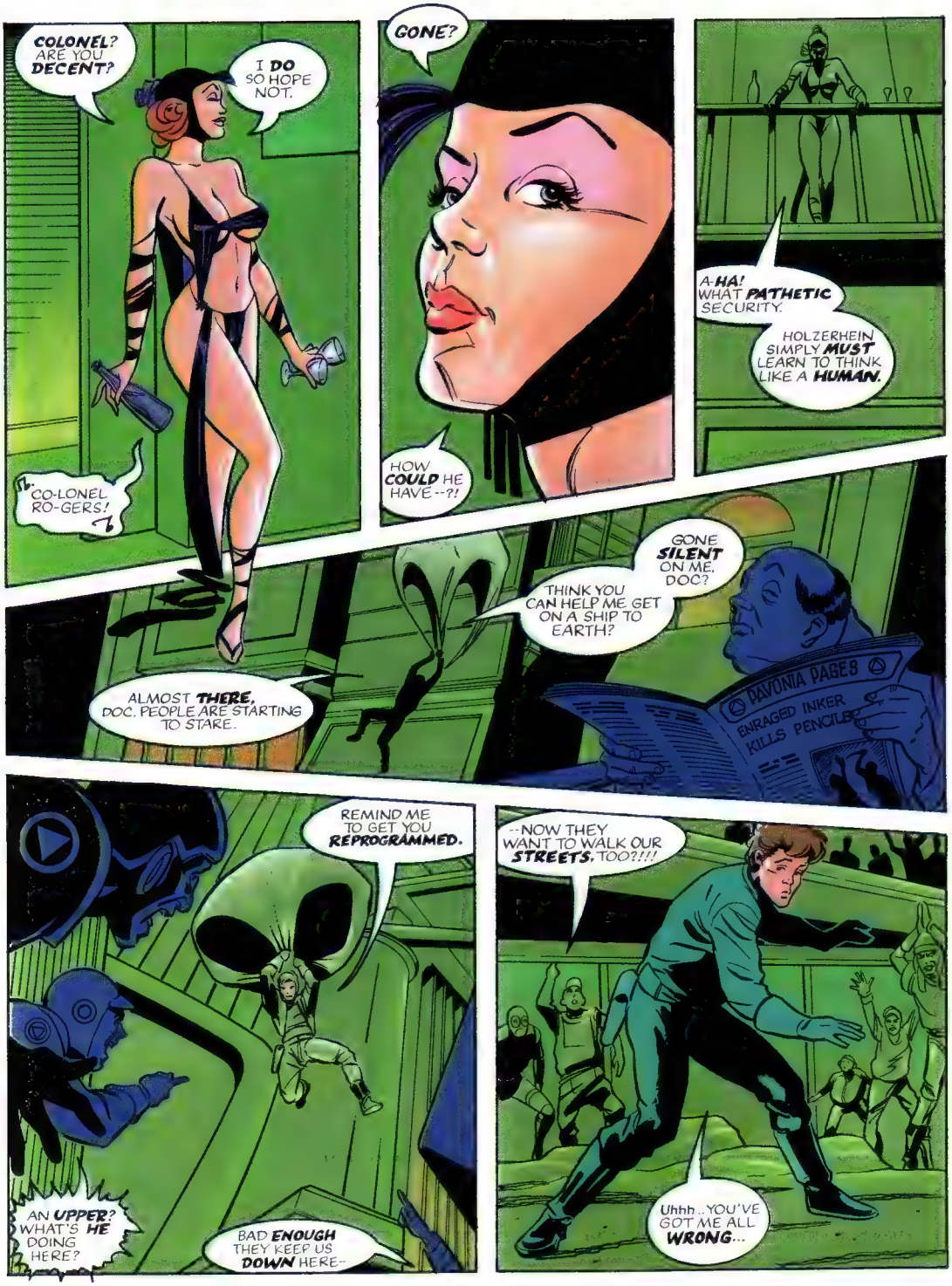
DEERING IS DANGEROUS. ARDALA.
PERHAPS BUCK ROGERS SHOULD REMAIN A DEAD SYMBOL...

SO YOU'RE NOT THE REAL THING, BUT AN AMAZING SIMULATION?
A COMPUTERIZED REPRODUCTION, FOR TEACH
OKAY, OKAY. TEACH. WHAT'S GOING ON HERE?
DIRECT INFORMATION IS INACCESSIBLE--
--BUT IF YOU STUDY THE HOLOSCREEN--
ROGERS, BUCK
ΘΩΞçΘΛΦΓΔ/ƎΞλɔ
ΞΞ ɔ/Θɔϕ ΘΔΨΠθπ
çΛΞΦϕΘɔ/Λ Ξç/ϱα
SCANNING CLASS ACCESS STATUS: ROGERS, BUCK.
ERROR! ERROR! NO CLASSIFICATION! ERROR!
ERROR! ERROR!
BLIP
SYSTEM MALFUNCTION

CLASS ACCESS STATUS? WHAT?
SOCIAL CLASSES?! THINGS ARE THAT STRUCTURED?
RIGID.

SO I HAVE TO GIVE YOU SPECIFIC QUESTIONS TO GET SPECIFIC ANSWERS?
EXPLAIN THE HOLOSCREEN'S FUNCTION.
THAT IS MY PROGRAMMING.
THE HOLOSCREEN ADJUSTS PROGRAMMING TO SUIT THE CLASS OF THE VIEWER. THE HEROES BECOME ONE'S OWN CLASS, OTHER CLASSES THE VILLAINS.
THE SYSTEM, SENSING YOU HAVE NO CLASS, COULD NOT ADJUST TO YOU.

KNOCK OFF THAT "NO CLASS" STUFF, OKAY?
KICK
WHAT'S RAM's ANGLE ON ME?
UH-HUH. DOOR'S LOCKED.
YOU ARE VALUABLE. DANGEROUS. UNDER NO CIRCUMSTANCES FREED.
I DON'T MIND TELLING YOU I'M CONFUSED, DOC.
BUT I'VE GOT THIS GUT FEELING...THAT I COULD SORT THINGS OUT...IF I COULD JUST... JUST GET BACK...
BROKE MY ARM DOING THIS WHEN I WAS EIGHT, MAKING PARACHUTES FROM BEDSHEETS.
TO EARTH.
Hmmm... GRAVITY'S LOWER HERE...
COME ON, DOC. WE'RE BLOWING THIS POPSTAND.
HOPE YOU'RE ALL SNUG IN YOUR PORTAPAK, DOC--
BECAUSE YOU DEFINITELY WOULD NOT ENJOY THE VIEW!


COLONEL? ARE YOU DECENT?
I DO SO HOPE NOT.
CO-LONEL RO-GERS!
ALMOST THERE, DOC. PEOPLE ARE STARTING TO STARE.
GONE?
HOW COULD HE HAVE--?!
A-HA! WHAT PATHETIC SECURITY.
HOLZERHEIN SIMPLY MUST LEARN TO THINK LIKE A HUMAN.
GONE SILENT ON ME, DOC?
THINK YOU CAN HELP ME GET ON A SHIP TO EARTH?
DAVONIA PAGES
ENRAGED INKER KILLS PENCILER
REMIND ME TO GET YOU REPROGRAMMED.
AN UPPER? WHAT'S HE DOING HERE?
BAD ENOUGH THEY KEEP US DOWN HERE--
--NOW THEY WANT TO WALK OUR STREETS, TOO?!!!
Uhhh..YOU'VE GOT ME ALL WRONG...

GO BACK WHERE YOU CAME FROM, UPPER!
BELIEVE ME, I'M TRYING!
OOOF!
SORRY.
SORRY? IT'S ALWAYS SORRY!
I KNOW YOUR KIND!
ASTEROID BELTER! THE LOWEST OF THE LOW!
YOU COME HERE, DRESS LIKE UPPERS, WREAK HAVOC... NO RESPECT FOR ANYONE...
SOME OF US HAVE TO LIVE ON MARS. YOU KNOW!
YOU HAVE MY SYMPATHY.

IF YOU COULD POINT THE WAY TO THE PAVONIS-DEIMOS SPACE ELEVATOR--
--I'D BE HAPPY TO GET OUT OF YOUR HAIR.

CITIZEN! HAVE YOU SEEN THIS FUGITIVE?
FUGITIVE?! WHAT?! HE WAS RIGHT HERE!
OH-OH..
HE WENT TO THE ELEVATOR!
AT EASE, COLONEL.
MMMPH!
SEEMS EVERYONE'S LOOKING FOR YOU AGAIN.
YOUR VALUE JUST KEEPS GOING UP AND UP.
CHOMP!
EEE-YARRG!
THINK YOU'RE TOUGH, ROGERS?
WE COULD HAVE WALKED OUT OF HERE.
BUT HOWEVER YOU GO WITH ME, YOU'RE GOING.

NOW YOU'RE MINE AGAIN, ROGERS.
AND YOU'LL SOON BE DELIVERED TO THE HIGHEST BIDDER!
NEXT ISSUE :
THE FINAL FATE OF BUCK ROGERS!

BATTLE FOR THE SPRAWLS

A Buck Rogers Boardgame for 2 Players

By Mike Pondsmith & Paul Lidberg.

INTRODUCTION

Deep under the sprawls of Old Chicagorg, the rebel organization NEO has established a hidden base. A twisting maze of machine-dug tunnels and hangar bays, the NEO base has been secure against RAM attacks for many years. But the treacherous Killer Kane has recently obtained plans to the base, and given them to his RAM overlords. Armed with this information, the corporate empire plans a devastating blitzkrieg to destroy NEO at its source! Can NEO get its people to the safety of their shuttles and off-planet before their revolution is crushed?

This is a game based events that occur in the novel "Rebellion 2456" by M.S. Murdock, the first part of the Martian Wars Trilogy. Each player plays one side of the conflict, either NEO (the New Earth Organization), or RAM (Russo-American Mercantile), the current masters of Mars. Choose which player plays which side by any method you want.

To play, you need to cut out, assemble (as needed), and sort the various playing pieces. Also, you will need to get a ten sided die. They are available at most stores that sell these comics. If you cannot find one, we have provided a means around that. Cut out the counters marked 1 through 10. Place these in a hat, (or a cup, or a box lid, or whatever). When the rules say that you need to roll a die, pull a chit at random. Remember to return the chit to the hat after each "roll."

THE GAME COMPONENTS

Included with this game are counters for the various units in this game. They are:

NEO		RAM	
10	Warriors	15	Terrines
4	Battle Carriers	6	Battle Carriers
6	Traps		
6	Launch Counters		

Details are as follows:

Battle Carriers - These are tanklike craft designed to fly through space, or land assault troops on the ground. Each is armed with a laser, and can carry three units.

NEO Warriors - these are the elite freedom fighters. They are armed with special stealth combat suits and laser carbines. They are more accurate with their lasers than their RAM opponents. They are also referred to as troops.

RAM Terrines - These are heavy assault troops. Less accurate with laser fire than NEO, they excel at hand-to-hand combat.

THE BOARD

The board represents the area known as the Sprawls. The majority of the board is covered with long, thin spaces that are called Tunnel Spaces. The circular areas with the "T" in them are the Transport Bays, the circular area with the "H" in it is the Rebel Command Headquarters. The Arrows mark the Entry Points for the RAM troops. The spaces adjacent to the corridor spaces are called Building Spaces. These are strongpoints of the NEO defense, and give the NEO player defensive bonuses.

SET UP

First, the NEO player secretly places all of his launch counters face down, one in each transport bay. The hidden side of each Launch Counter shows the number of game turns which must pass before the Transport can be launched. You'll notice that some Launch Counters will blast off before others. The trick here is to choose a location for your counters that will be most advantageous for your defensive strategy.

After the launch counters have been placed, the remaining units are put on the board three at a time, in alternating order. Each player rolls a die, and the person who rolls highest decides who sets up first. The player going first puts three pieces on the board, one piece per space. Then the other player places his three. The first player then places his next three, and so on, until all the pieces have been placed

THE COURSE OF PLAY

A turn in this game has three separate phases. These are the Initiative, Movement, and Attack Phases.

Initiative Phase: At the start of each turn, both players roll one die for initiative. Roll again in case of a tie. The player with the highest roll wins and has the option of going first, or having the other player do so. Each player finishes both of the following phases before the other player can go; that is, player A wins initiative and elects to go first, he moves his pieces and resolves attacks, then player B goes, moving his pieces and resolving his attacks..

Movement Phase: The first player moves any or all of his pieces during this phase. If, during movement, a piece encounters a Trap, the results are determined immediately (see below).

Attack Phase: All pieces make attacks if in range. If a piece is hit and destroyed, it is removed.

MOVING

Pieces can move from one space to another adjacent space, up to the limit of their movement. Only one piece can be in a given space at any time. To enter an occupied space, you must first destroy the unit in that space. The exceptions to this rule are when a troop unit moves into the same space as another troop unit, to engage in Hand-to-Hand combat, or when a unit engages in Leapfrogging (explained below).

Each piece has a maximum number of spaces it can move, listed below.

Unit	Move
Warriors	2
Terrines	3
Battle Carriers	4

Leapfrogging: Troops have the ability to move through spaces occupied by other friendly troops. They may not pass through spaces occupied by unfriendly troops.

Battle carriers cannot pass through occupied spaces of any sort, nor can any unit pass through a space occupied by a Battle Carrier.

Passing Over Traps: All counters must stop when they encounter a Trap during their movement. They must then resolve the Trap situation before being allowed to continue their movement.

Carrying Troops: Battle Carriers can carry troops from place to place, using their superior movement ability. It can carry three units. Loading or unloading of troops can occur before or after the Battle Carriers' movement phase, however, both actions cannot be done in the same movement turn. Loading is performed by moving into the same space as the Battle Carrier, removing the troop figures from the board, and placing them in a convenient spot near the board so they can be brought back when they disembark.

A piece may move to load into a Battle Carrier as its move, then be carried by that piece to a new place using the transport's movement. However, that piece may not unload until the following turn. Troops inside a Battle Carrier may not fire on other pieces, and if the carrier is destroyed, all the pieces inside are considered destroyed.

RANGES

Attacks in this game can only occur between pieces in adjacent spaces.

ATTACKS

Each piece gets one attack. To make an attack, first announce which of your pieces are attacking, and which pieces are the targets. You can attack any enemy piece within range, including a piece which was attacked already but missed.

Check the Combat Results Table for your Hit Number. First, find the type of piece that is attacking (the Attacker) on the left side of the table, and cross reference to the type of piece being attacked (the Defender). The number where the attacker's row and the defender's column meet is the Hit number.

Roll one die. If the number rolled is equal to or higher than your hit number, the target is hit and destroyed. If the number is less than the Hit number, the attack missed and has no effect.

If both players still have pieces in attack range after combat is over, they may elect to attack in the next turn or move away from each other. This is where the Initiative Phase becomes important, because it allows the winner to choose to escape an attack or pursue an escaping piece.

DEFENDER

Roll	Warrior	Terrine	B. Carriers
WARRIOR	X	5	8
TERRINE	6	X	8
B. CARRIER	5	5	6

TRAPS

Traps are used against all RAM units in this game. A trap is activated whenever an enemy piece passes over the space the trap is in. The piece must stop on the trapped space and resolve the trap attack. To avoid a trap, the player must roll greater than the value on the trap's hidden side. If the player fails the trap roll, the piece is destroyed and removed from play before the Attack Phase. Traps may not be moved once placed.

HAND-TO-HAND COMBAT

This is a special attack in which a Troop unit may enter the same space as another unit during the movement phase. Battle Carriers can not engage in hand to hand, either attacking or defending.

Terrines are especially good at hand to hand combat, being bred specifically for it. They receive an additional +1 to attack Rolls made while in hand to hand. Warriors receive no such bonus. Use the same Combat Table (above) as with ranged attacks.

If a troop unit misses its attack, it may remain in the same space as the Defending piece as long as it continues to make hand-to-hand attacks.

ATTACKING TRANSPORTS

In this game, transports are considered to be unarmed targets. They may be destroyed on an attack roll of 5 or greater, by either Terrines or Battle Carriers. A transport can not be attacked hand-to-hand. A transport under attack may still blast off on its launch turn unless it's destroyed.

You may place one NEO or RAM piece in a Transport Bay for the purpose of attack or defense. Units may also enter a Transport Bay to fight Hand-to-Hand. Any defenders in a Transport Bay have to be destroyed before the attacker can fire on the Transport.

ATTACKING HEADQUARTERS

Attacks in the headquarters are resolved normally, but depending on the outcome, the results vary. If the RAM player is able to put an unopposed counter in the Headquarters, the NEO player has to immediately Flip all the remaining Traps and transports, revealing the numbers underneath.

HOW TO WIN

The NEO player's objective is to get as many of his transports off the ground while preserving his Warrior force. Only then can the remaining Warriors escape through their secret boltholes. NEO will generally win if he is able to get more of his transports off the ground than RAM can destroy.

The RAM player's objective is to destroy NEO's transports first; if he can bag more than NEO can get launched, he will probably win the scenario.

The game ends when all transports have either been destroyed or have escaped. Once it is all over, both sides count up their victory points. The player with the most points wins. Victory points are earned for each destroyed unit, as follows:

VICTORY POINT VALUES

Type	Pts
Terrine or Warrior	1
Battle Carrier	2
Transport	3

SCENARIO VARIATION

Escape from the Sprawl: After NEO has launched all possible Transports, the remaining NEO Warriors must escape the Sprawl by leaving through any of the marked entry points used by RAM.

OPTIONAL RULES

If you are using the optional rules, the following set up conditions apply. Killer Kane has given RAM information which allows a total sneak attack! NEO places all troops first, then RAM.

OPTIONAL RANGE ADJUSTMENT

Attacks can be made between any piece within range. Range is calculated by counting the number of spaces in the path most directly between target and attacker.

Ranged attacks are made with the following minus. For each space away that you are attacking, subtract 1 from your attack roll. For example, a Warrior attacks a Terrine. The Terrine is four spaces away. The first space causes no minus, (it is adjacent), so the total minus is -3. Remember, as advanced as the 25th Century is, weapons still cannot shoot around corners. These attacks cannot be made around corners unless the firing units are in adjacent spaces and considered to be edging around the corners.

OPTIONAL TRANSPORT DEFENSES

In this rule, transports may return fire at enemy pieces invading the Transport Bay. A Transport hits a Terrine on a roll of 7 or more, and a Battle Carrier on a roll of 9 or more.

MOVING BETWEEN ENTRY POINTS

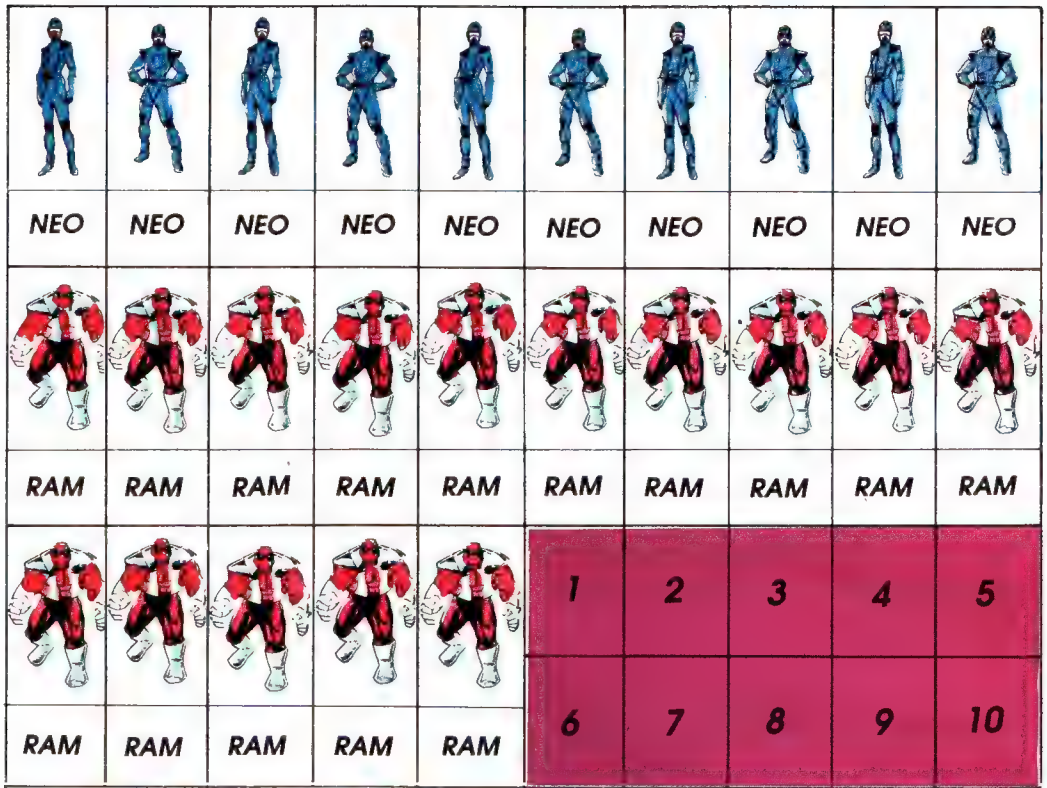
In this rule, RAM units may exit the Sprawl from any marked Entry Point, wait one full RAM turn, then reenter at any Entry Point.

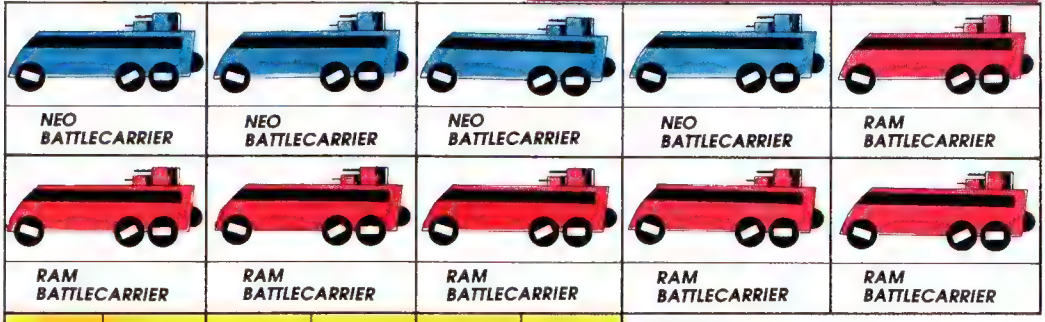
SECRET PASSAGES

Secret Passages, known only to the freedom fighters, exist between the Headquarters and the Transport Bays. Each turn the NEO player has one troop in his HQ, he can move one troop to any Transport Bay or he can move from one Transport Bay to HQ.

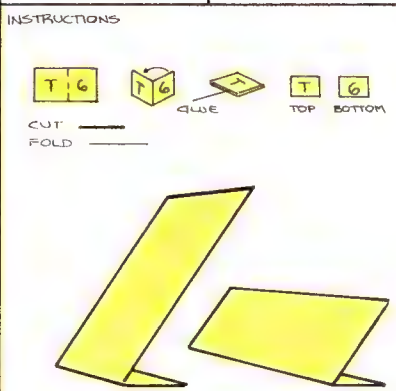
Credits:

Original Design — Mike Pondsmith
Game Development — Paul Lidberg
Gameboard and Counter Art — Albert Deschesne





TRAP	4	TRAP	5	TRAP	5
TRAP	6	TRAP	7	TRAP	8
LAUNCH	4	LAUNCH	5	LAUNCH	6
LAUNCH	6	LAUNCH	7	LAUNCH	8



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Counter Sheet "Battle For The Sprawls"

As You All Know . . .

. . our last issue was our first issue, but not the other way around, if you get what I mean, As it *was* our first issue, we had the usual last minute crises and made the usual mistakes (yes, we know that page 1 of 13: ASSASSIN was off register. Save it—it will probably be a collector's item). Frankly, the mistake I regret the most is the accidental omission of the names of some of our creative crew. Will the following people please accept my apologies and take a bow for a job well done:

For BUCK ROGERS:
Flint Dille, Writer
Buzz Dixon, Writer
Frank Cirocco, Penciller
Mick Gray & Chuck Austen, Inkers
Richard Ory, Colorist
Angela Bocage, Letterer

For R.I.P.:
Marv Wolfman, Writer
Pat Olliffe, Penciller
Ian Akin & Brian Garvey, Inkers
Lovern Kindziersky & George Freeman, Colorists
Peter Iro, Letterer.

(I am also trying to find a tactful way for apologizing to myself for my being omitted from Buck Rogers.) But there's someone whose input is as important to us as that of our creators and that's *you* . It's just this simple: We want to give you books that you like and want. We cannot do this unless you *tell* us what you like and what you don't like. Since I think that questionnaires are maximum rigor mortis, I'd love to hear it in your words. Drop a line to:

TSR Los Angeles, Suite #103, 1554 South Sepulveda Blvd. Los Angeles, CA 90024

Thanks—

ON SALE NOW!

BUCK ROGERS #2 by Flint Dille, Buzz Dixon, Frank Cirocco, Mick Gray and Chuck Austen. With a trillion dollar bounty on his head, Buck Rogers is wanted by everyone! Bonus: Starting in this issue, BLACK BARNEY! Buzz Dixon writes and Kevin Altieri's artwork explodes off the page in this tale of the space pirate extraordinaire. This is a debut you won't want to miss! Plus: Battle for the Sprawls and a preview of the new Buck Rogers game set.

13: ASSASSIN #2 by Mike Barr, Robb Phipps, and Alfredo Alcala. Agent 13's present day adventures continue as he vies with the evil Itzu and the Brotherhood who are bent on destroying him! Bonus: In FINAL WEAPON by Scott Haring, Frank Springer and Greg Espinoza Orion Agent Roger Mason leads an assault on the headquarters of Web and in so doing uncovers a deadly secret! Plus: A new stand-alone "Escape from Brotherhood HQ" game by and game stats for the TSR Top Secret S.S.I. game system.

INTRUDER #2 by Steven Grant, Tim Gula, and Abel Laxamana. An extra-long 30-page comics feature. The bizarre adventure of the Intruder continues as Eric finds hims himself at the mercy of the Horde's offbeat leader, The Master of Chaos! Plus: A very special stand-alone game: "The Intruder Escapes!" And cross-over role playing rules that allow your roleplaying characters to cross from one TSR world to another!

R.I.P. #2 by Marv Wolfman, Pat Olliffe, Ian Akin, and Brian Garvey. The terror continues as the seductive succubi gorge themselves on the blood of hapless yuppies. The invasion of San Francisco marks their next step on toward world dominion. Bonus: "SHELF LIFE" by Christy Marx and Brian (She-Hulk) Hitch. Plus: Game Guru Scott Haring continues to provide hard-core gamers with instructions for adapting TOP SECRET/S.I. game rules for new horrific dimensions.

WARHAWKS #2 by Roy Thomas, Ron Harras, and E.R. Cruz. The pursuit continues as the Warhawks follow Warner to the 1915 and the Gallipoli Peninsula. But to capture him, Dimitri, Falc and the other Warhawks must first survive the savage Turks and Anzac troops! Bonus: The BAD BOYS by Flint Dille, Buzz Dixon, and Dan Spiegle—Plus: "Combat!" a new wargame that will expand as the Warhawks travel to new times and places. Written by Paul Lidberg.

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staff

• FLINT DILLE, Creative Director • JUSTIN McCORMACK, Publisher
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• HILDY MESNIK, Editor • PAUL LIDBERG, Assnt. Games Editor
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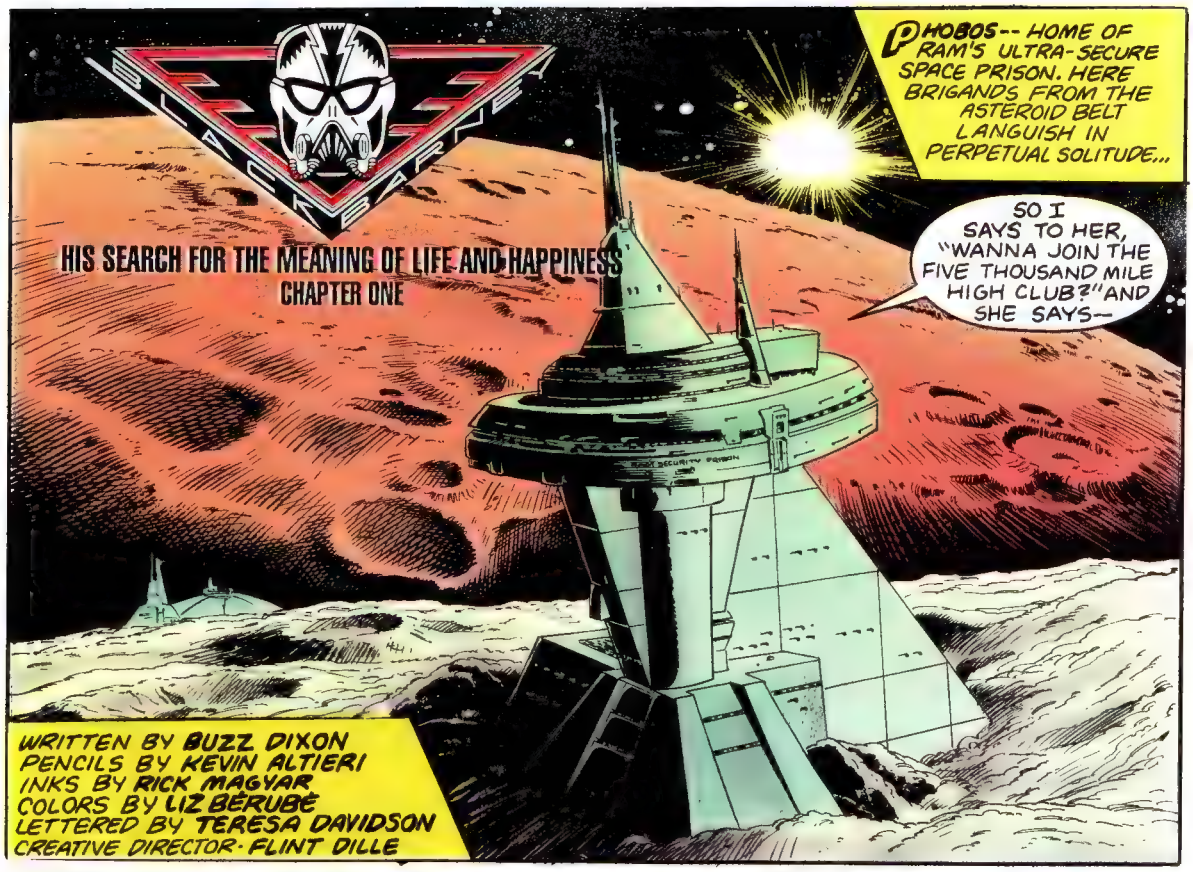
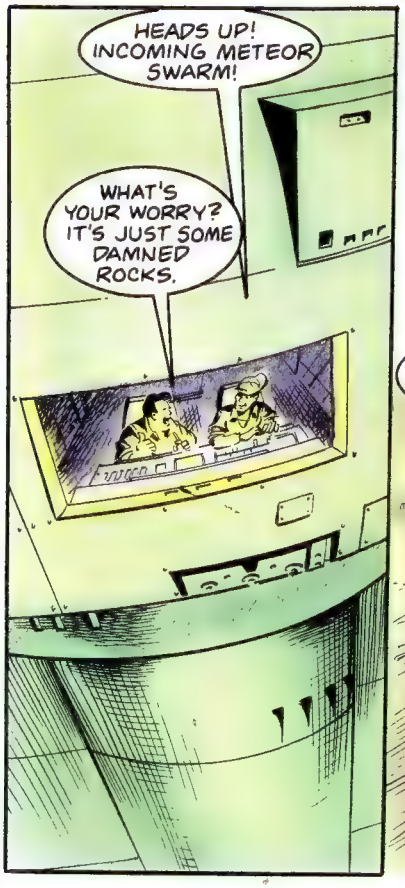
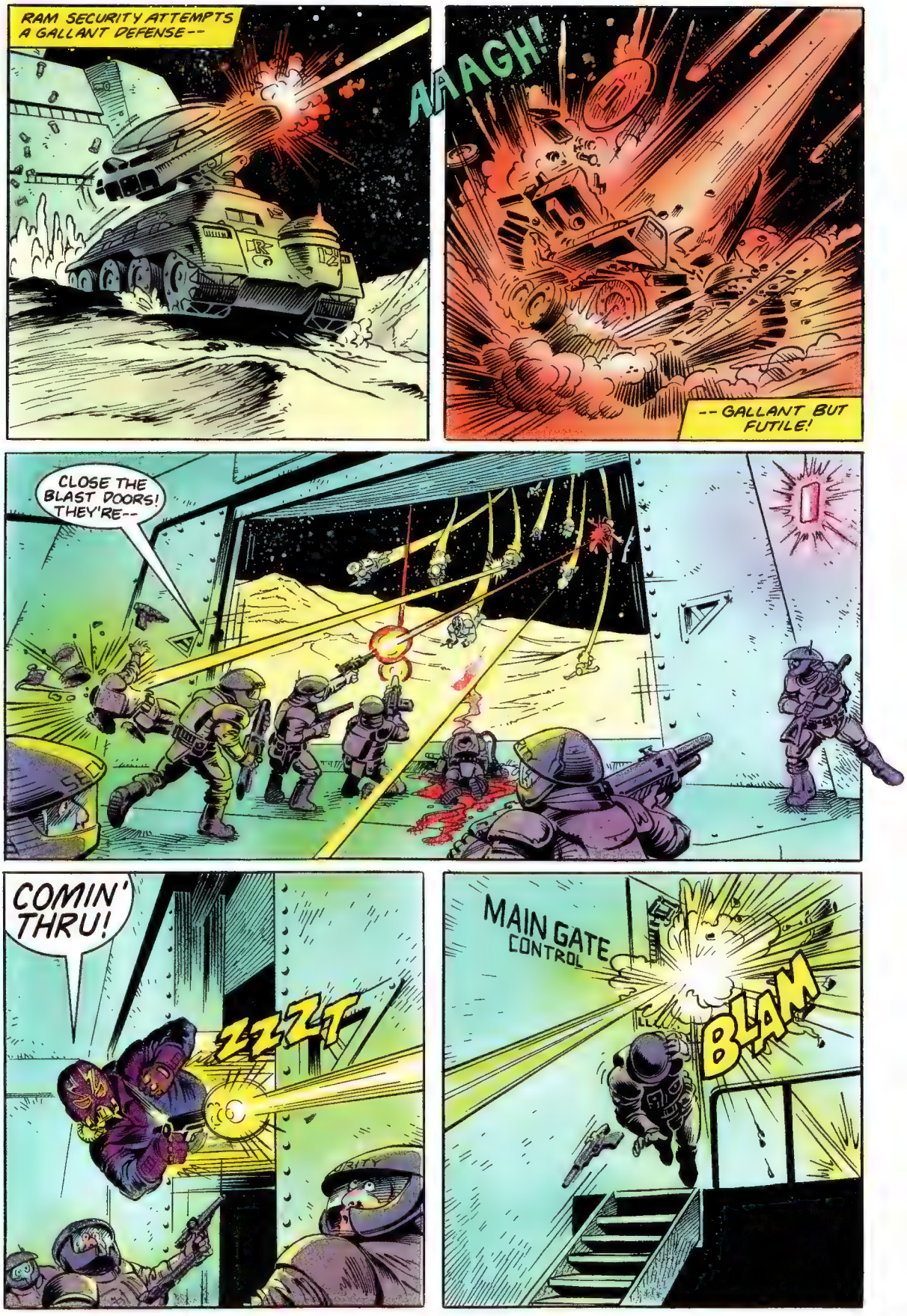

BLACK BARNEY
HIS SEARCH FOR THE MEANING OF LIFE AND HAPPINESS
CHAPTER ONE
PHOBOS-- HOME OF RAM'S ULTRA-SECURE SPACE PRISON. HERE BRIGANDS FROM THE ASTEROID BELT LANGUISH IN PERPETUAL SOLITUDE...
SO I SAYS TO HER, "WANNA JOIN THE FIVE THOUSAND MILE HIGH CLUB?" AND SHE SAYS--
WRITTEN BY BUZZ DIXON
PENCILS BY KEVIN ALTIERI
INKS BY RICK MAGYAR
COLORS BY LIZ BERUBE
LETTERED BY TERESA DAVIDSON
CREATIVE DIRECTOR· FLINT DILLE


HEADS UP! INCOMING METEOR SWARM!
WHAT'S YOUR WORRY? IT'S JUST SOME DAMNED ROCKS.

I DUNNO ABOUT THAT, RALPH. HOW DID THEY GET PAST OUR OUTER DEFLECTORS?
BEE BEE BEE
HEY! THOSE AREN'T METEORS! THEY'RE BLACK BARNEY'S SPACE PIRATES!

SEND THE PRIORITY DISTRESS CODE!
I CAN'T-- THEY'RE JAMMING OUR TRANSMISSION!
BEE BEE BE EE YOOP! YOO
UNWIND, SHIELA! BARNEY DOES THIS SORT OF THING ALL THE TIME AND HASN'T HAD A COMPLAINT YET!
PEG! TAKE OUT THE CENTRAL DEFENSE CORE!
THEY HIT THE DEFENSE CORE! WE CAN'T COORDINATE THE BATTLE TANKS!
RAM SECURITY PRISON PHOBOS DIV.
CAREFUL, PEG! THE LEAGUE WON'T PAY FOR RESCUING DEAD PRISONERS!


RAM SECURITY ATTEMPTS A GALLANT DEFENSE--
AAAGH!
--GALLANT BUT FUTILE!
CLOSE THE BLAST DOORS! THEY'RE--
COMIN' THRU!
ZZZT
MAIN GATE CONTROL
BLAM

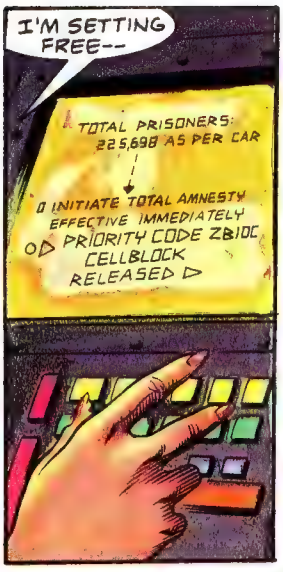
DOCKING BAY! WHAT'S GOING ON DOWN --SKREEEEEE!
THEY KNOW WE'VE BREACHED THEIR PERIMETER!
SECURITY
IN TWO SECONDS WE'LL BE OVERRUN BY RAM GUARDS!
A BIG NEGATORY ON THAT, SHIELA!
'CAUSE WE ARE GONNA OVERRUN THEM!
PEG! SKRUGG! FOLLOW ME TO THE CONTROL ROOM!
AIR LOCK A-3
ELEVATOR
HURRY, BARNEY! THE COMMAND CREW IS PROBABLY SOAKING THEIR SHORTS BY NOW!

THEY'RE INSIDE! I'M SETTING THE AUTO-DEFENSES TO "MAXIMUM OVER-KILL!"
WATCH YOUR BUTTS! FROM HERE ON IN, THINGS WILL GET REAL UGLY!
BUT THEN, UGLY IS JUST THE WAY--
--I LIKE IT!
LEMME AT 'EM FIRST, BARNEY! I WANT REVENGE FOR RAM CLOSING MY STOCK OPTION!
DING!
WOOSH
CHAKRRGE!
BZAAAAAT

SECURITY CONTROL
UNGH
CODE 50
AUTHORITY ONLY
FFFT
COR! AN INVISIBLE LASER SLICED HIM CLEAN IN HALF!
GUESS THIS MEANS ONE LESS SETTING AT THE MESS TABLE...
GET READY TO HUSTLE YOUR OLD CARCASS, SKRUGG-- I'M TAKING OUT THAT LASER!
THAT'S IMPOSSIBLE! HOW CAN YOU TAKE OUT SOMETHING YOU CAN'T EVEN SEE?
BUT I CAN SEE IT, SHIELA!
I'M A BARNEY--
BZZAAT
--THEY BIO-ENGINEERED ME--
--TO SEE AND DO THE IMPOSSIBLE!
BZAT
WUNK
KNOCK-KNOCK!
KRANG

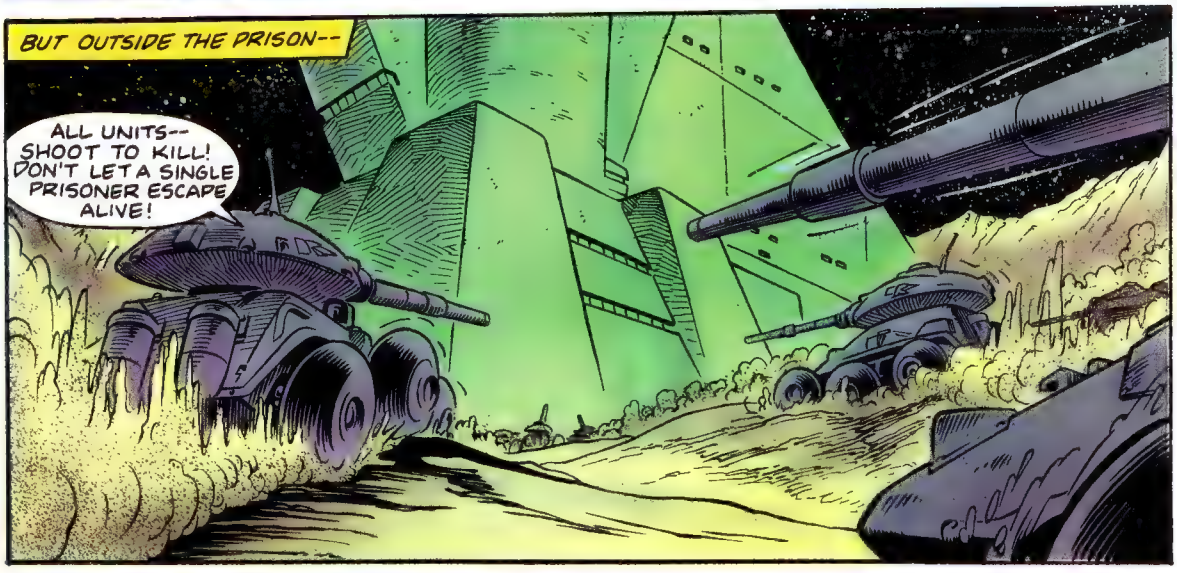
WAK
KRUNCH
GUNCH
SPLAT!
IS HE ALWAYS LIKE THIS, PEG?
NO, THIS IS ONE OF HIS MORE SEDATE MOODS.

TELL THE LEAGUE'S RESCUE SHIPS TO BEGIN THEIR APPROACH--


I'M SETTING FREE--
TOTAL PRISONERS: 225,698 AS PER CAR
INITIATE TOTAL AMNESTY EFFECTIVE IMMEDIATELY
PRIORITY CODE ZBIOC CELLBLOCK RELEASED

"--ALL THE PRISONERS!"
CLICK
CLICK
CLICK
CLICK
CLICK

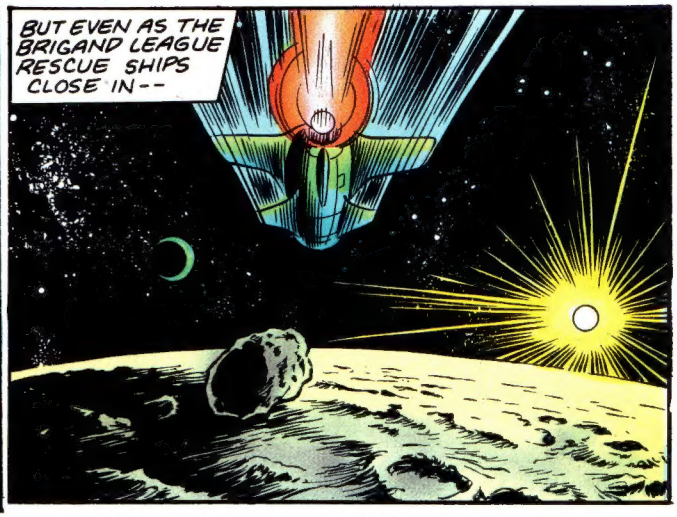
GYNARRRGH!

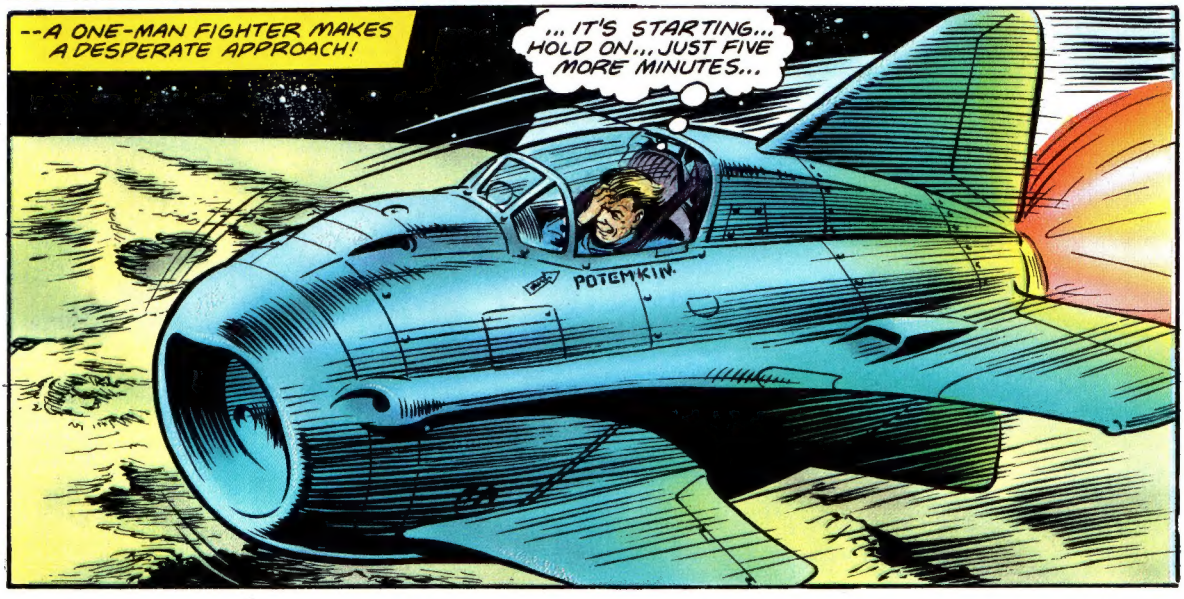

BUT OUTSIDE THE PRISON--
ALL UNITS-- SHOOT TO KILL! DON'T LET A SINGLE PRISONER ESCAPE ALIVE!

THE BRIGAND LEAGUE MUST BE INSANE IF THEY THINK THEY CAN TURN LOOSE OUR PRISONERS!
UIP! THEN AGAIN--
FREE ENTERPRISE TO BLACK BARNEY!
THE RESCUE TRANSPORTS ARE ON THEIR WAY--WE'LL SUPPLY COVER UNTIL THEY ARRIVE!

WITHIN MOMENTS...
PIRATES! BRIGANDS! HACKERS! FREEBOOTERS ALL! ENJOY YOUR LIBERTY-- COMPLIMENTS OF BLACK BARNEY!

WHAT AN EGOTIST! WE **FINANCE** THE WHOLE OPERATION BUT HE TAKES ALL THE **CREDIT!**
STILL, HE PULLED THIS OFF WITH ONLY **HALF** THE EXPECTED CASUALTIES...


BUT EVEN AS THE BRIGAND LEAGUE RESCUE SHIPS CLOSE IN--


--A ONE-MAN FIGHTER MAKES A DESPERATE APPROACH!
... IT'S STARTING... HOLD ON... JUST FIVE MORE MINUTES...
POTEMKIN

THIS IS EIGHT INCHES OF PRIME-GRADE DURA-COMPOSITES! WHOEVER'S LOCKED IN HERE MUST BE PLENTY DANGEROUS!
DANGEROUS? I'LL SAY!
IT'S GETTING SO A GIRL ISN'T SAFE IN HER OWN BOUDOIR. HAVEN'T YOU EVER HEARD OF KNOCKING?
ADVANCED GEOMECHANIC
A THOUSAND PARDONS, MADAME. CAPTAIN BLACK BARNEY AT YOUR SERVICE. I'M RUNNING THIS LITTLE EXPEDITION FOR THE BRIGAND LEAGUE.
OOOH, A RESCUE! HOW PERFECTLY DELICIOUS! I CAN'T WAIT TO SHOW YOU MY APPRECIATION!

MISSION ACCOMPLISHED, BLACK BARNEY AND HIS CREW REBOARD THE FREE ENTERPRISE.
ETA FOR THE TRANSPORTS IS ELEVEN MINUTES, SHIELA'S QUEINGUP THE PRISONERS-- huh?
HEY, PEG! LOOKIT WHAT I FOUND IN THE MAXIMUM SECURITY VAULT!
THIS IS JUDEE LE DANCH. SHE WANTS TO SIGN ON WITH THE FREE ENTERPRISE.
OF COURSE, CONDITIONS ARE KINDA CRAMPED ONBOARD SO WE'LL HAVE TO DOUBLE YOU UP WITH SOMEBODY...
SOMEBODY LIKE YOU, hmmm?
CAPTAIN! WE'VE GOT AN EMERGENCY!
WE'RE TRACKING A ONE-MAN FIGHTER! IT'S HEADING STRAIGHT AT US--

AND WE CAN'T STOP IT!
DAMN! I'VE ONLY SEEN MOVES LIKE THAT BEFORE--
FROM A BARNEY.
BUT THE FIGHTER DOES NOT ATTACK THE FREE ENTERPRISE.
...ALMOST THERE...CAN'T DIE YET...
...CAN'T DIE UNTIL I SEE BLACK BARNEY!
INSTEAD--IT DOCKS.
I DON'T KNOW WHO THIS HOT SHOT THINKS HE IS, BUT I'M NOT EASILY IMPRESSED!
HE'S ROTTING APART IN MY ARMS!
AND SO WILL YOU! I, TOO, AM A BARNEY--AND ALL THE BARNEY'S ARE GOING TO DIEEEEEE...
DING♪
WOOOSH
YOW! I'M IMPRESSED!
B-B-BLACK BARNEY...?
TO BE CONTINUED? YOU BET YOUR AIRLOCK!